

Ryan Hults

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Summary

Education	BS in Electronic Systems Engineering, Texas A&M University, 2016
Technologies	AWS/ECS/EC2, Django/SQLAlchemy, PostgreSQL/MySQL, Docker, Ansible, Object-oriented design, CI/CD
AI Tooling	Coding Agents (Claude Code, etc.), MCP, RAG, Knowledge Graphs
Languages	Python, SQL, JavaScript, React.JS, HTML, CSS, C++, C, Node.JS, PHP, Java, jQuery, Tcl

Work Experience

Senior Software Engineer September 2025 - July 2026 Belva	- Served as a technical leader for high-impact initiatives, mentoring 3 engineers through hands-on feedback and process guidance while resolving complex engineering challenges. - Led the rollout of organization-wide AI development practices across 2 teams and 6 engineers, reducing PR review time by 30%. - Drove product and engineering improvements by introducing process changes that reduced sprint-to-sprint ticket spillover by more than 20%, improving delivery predictability and cross-team alignment.
Senior Software Engineer July 2021 - July 2025 Monetate	- Led the planning and implementation of a major refactor of Monetate's AI product offering, reducing compute costs by over 20% and increasing client revenue per session by 30%; managed sprint rituals and agile processes for a 4-person engineering team throughout the project. - Directed the planning and execution of migrating 4 critical services, including the core product service, from Python 2 to Python 3 with zero downtime ensuring compatibility and minimal disruption. - Spearheaded cross-team initiatives to streamline and document critical processes, improving internal developer documentation and increasing team sprint velocity by 10%. - Guided 4 junior engineers through Python best practices and system design, measurably improving their PR quality and code review feedback contributions.
Software Engineer June 2018 - July 2021 L3Harris Link Simulation & Training	- Design, development and debugging of high-fidelity real-time F-18 simulator. - Provided on-site support and de-bugging while interacting directly with customers. - Improved back-end infrastructure to reduce complexity and coldstart times by 15%. - Resolved mission-critical bugs, including memory mismanagement and segmentation faults, and delivered incremental feature enhancements across the HLA Federate, middleware logic, and MAK Logger interface in response to client-reported issues.

Interests

Climbing
3d CAD and Printing
Progressive Metal
DIY/Home Automation

Projects

Linux Rust, Go, Zig
A Rewrite of the multitasking terminal `cmux` in Rust for Linux

Personal Cloud Media Delivery Service Ansible, Docker, Python, S3
A cloud-based collection of containerized services that enable management and playback of personal media over the web, leveraging S3 object storage as a scalable, cost-efficient storage solution

Realtime Content Rendering Service Python, Amazon ECS, Puppeteer
Created a scalable containerized microservice that dynamically generated client-configurable web content on-demand.